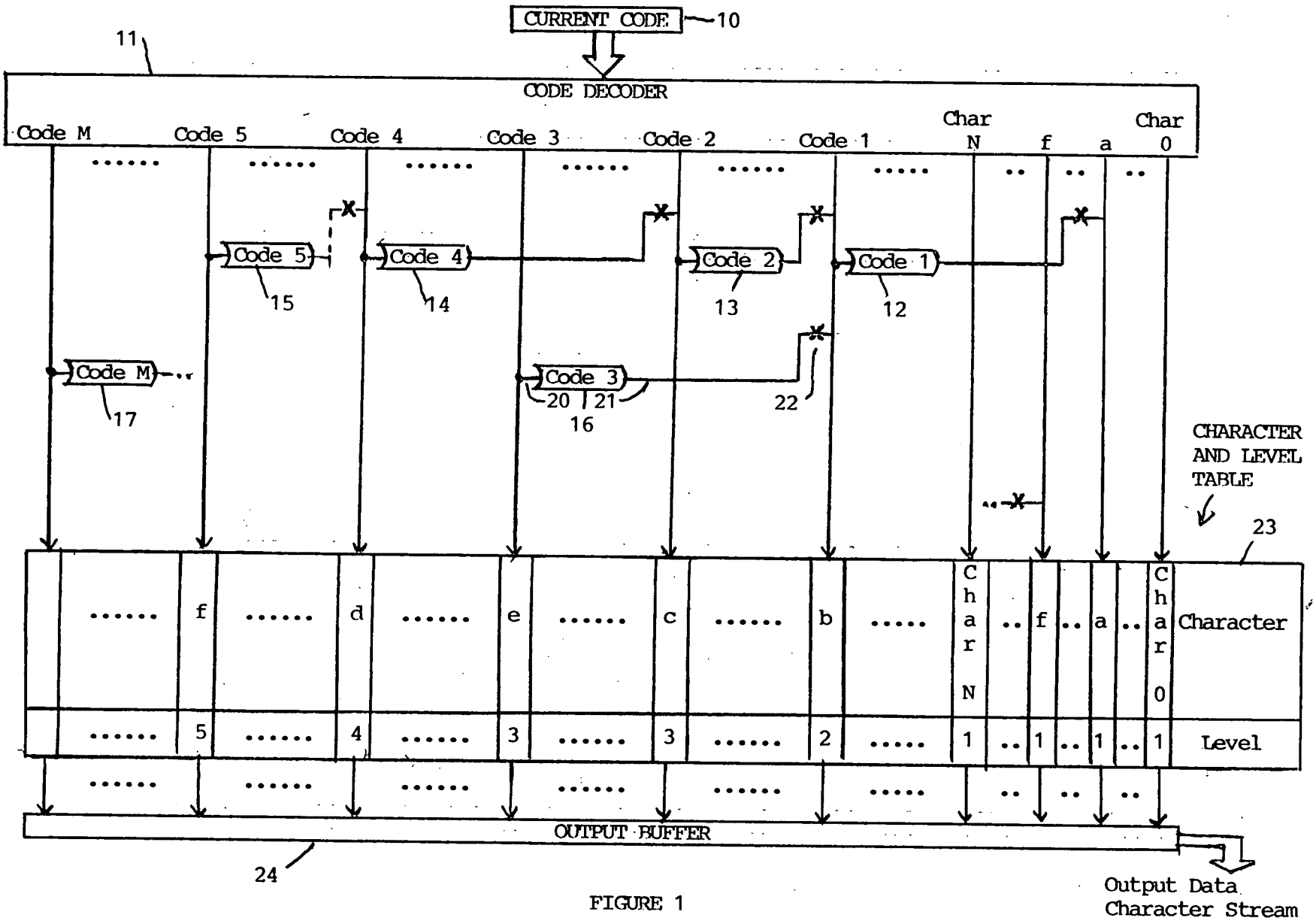

CURRENT CODE
10
11
CODE DECODER
Code M
Code 5
Code 4
Code 3
Code 2
Code 1
Char N
f
a
Char 0
Code 5
Code 4
Code 2
Code 1
15
14
13
12
Code M
Code 3
17
20
21
16
22
CHARACTER AND LEVEL TABLE
23
f
d
e
c
b
Char N
f
a
Char 0
Character
5
4
3
3
2
1
1
1
1
Level
OUTPUT BUFFER
24
Output Data Character Stream

FIGURE 1

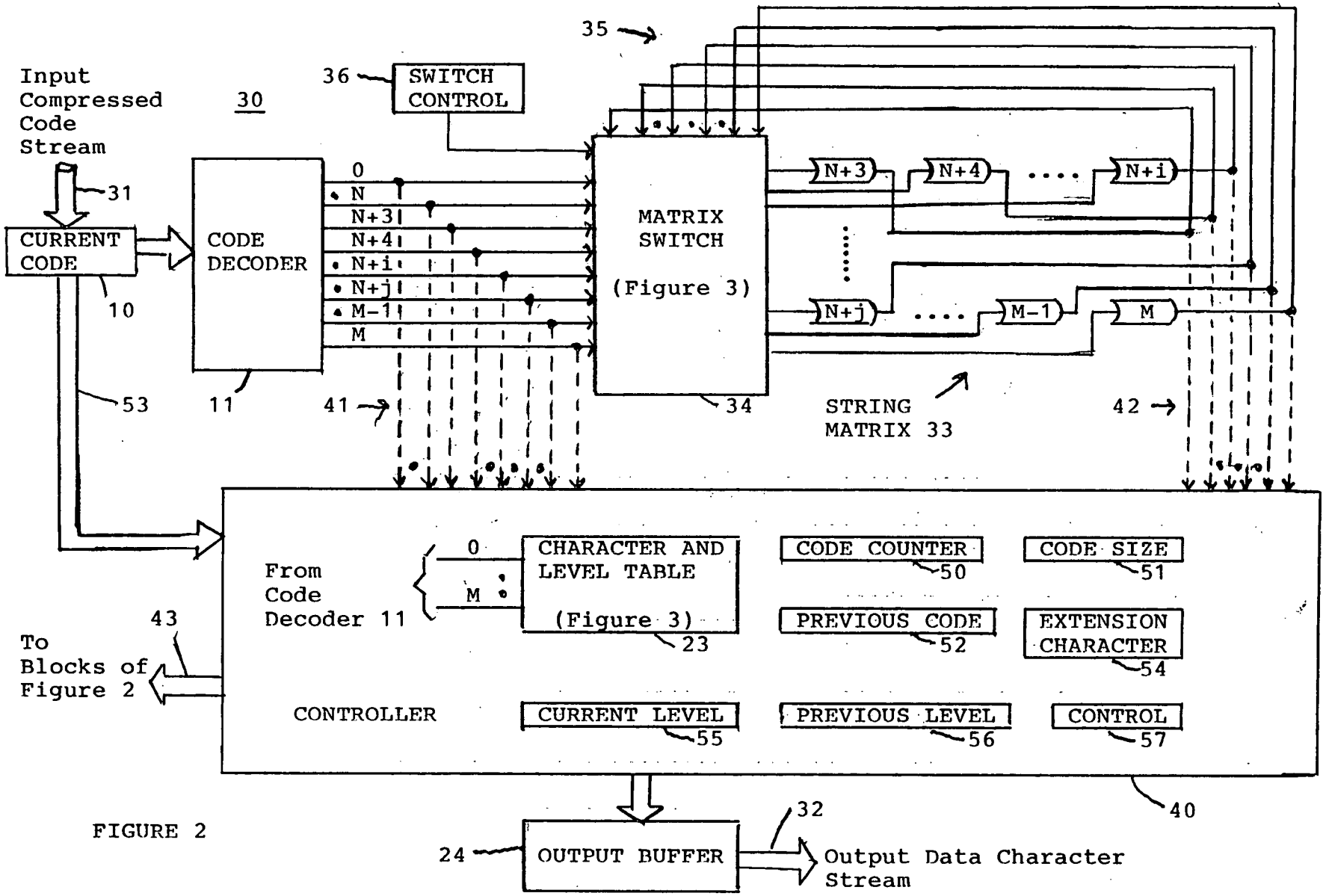

Input Compressed Code Stream
30
31
CURRENT CODE
10
CODE DECODER
11
53
36
SWITCH CONTROL
35
0
N
N+3
N+4
N+i
N+j
M-1
M
41
MATRIX SWITCH
(Figure 3)
34
N+3
N+4
N+i
N+j
M-1
M
STRING MATRIX 33
42
From Code Decoder 11
0
M
CHARACTER AND LEVEL TABLE
(Figure 3)
23
CODE COUNTER
50
CODE SIZE
51
PREVIOUS CODE
52
EXTENSION CHARACTER
54
CONTROLLER
CURRENT LEVEL
55
PREVIOUS LEVEL
56
CONTROL
57
43
To Blocks of Figure 2
40
24
OUTPUT BUFFER
32
Output Data Character Stream

FIGURE 2

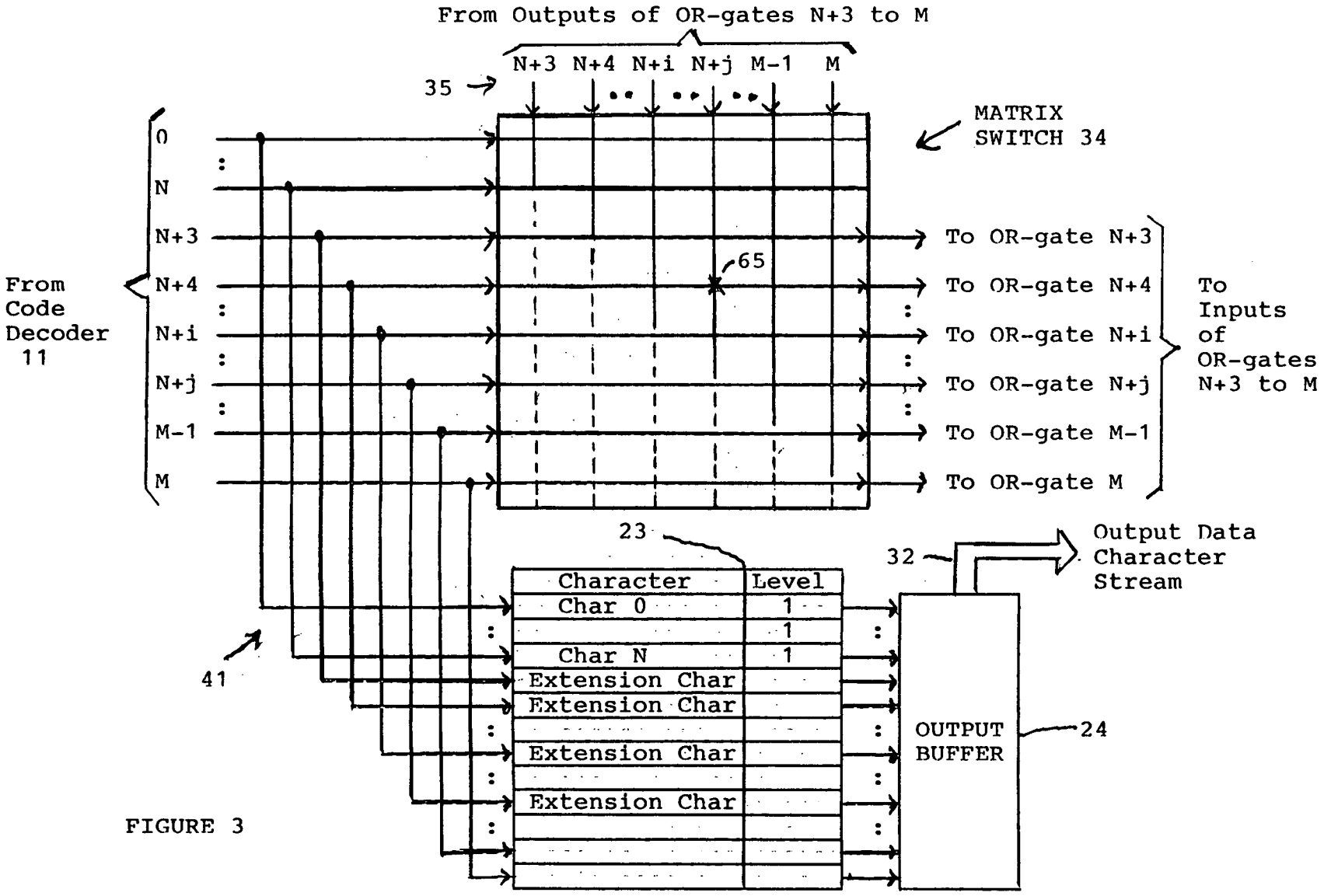


FIGURE 3

CHARACTER AND LEVEL TABLE

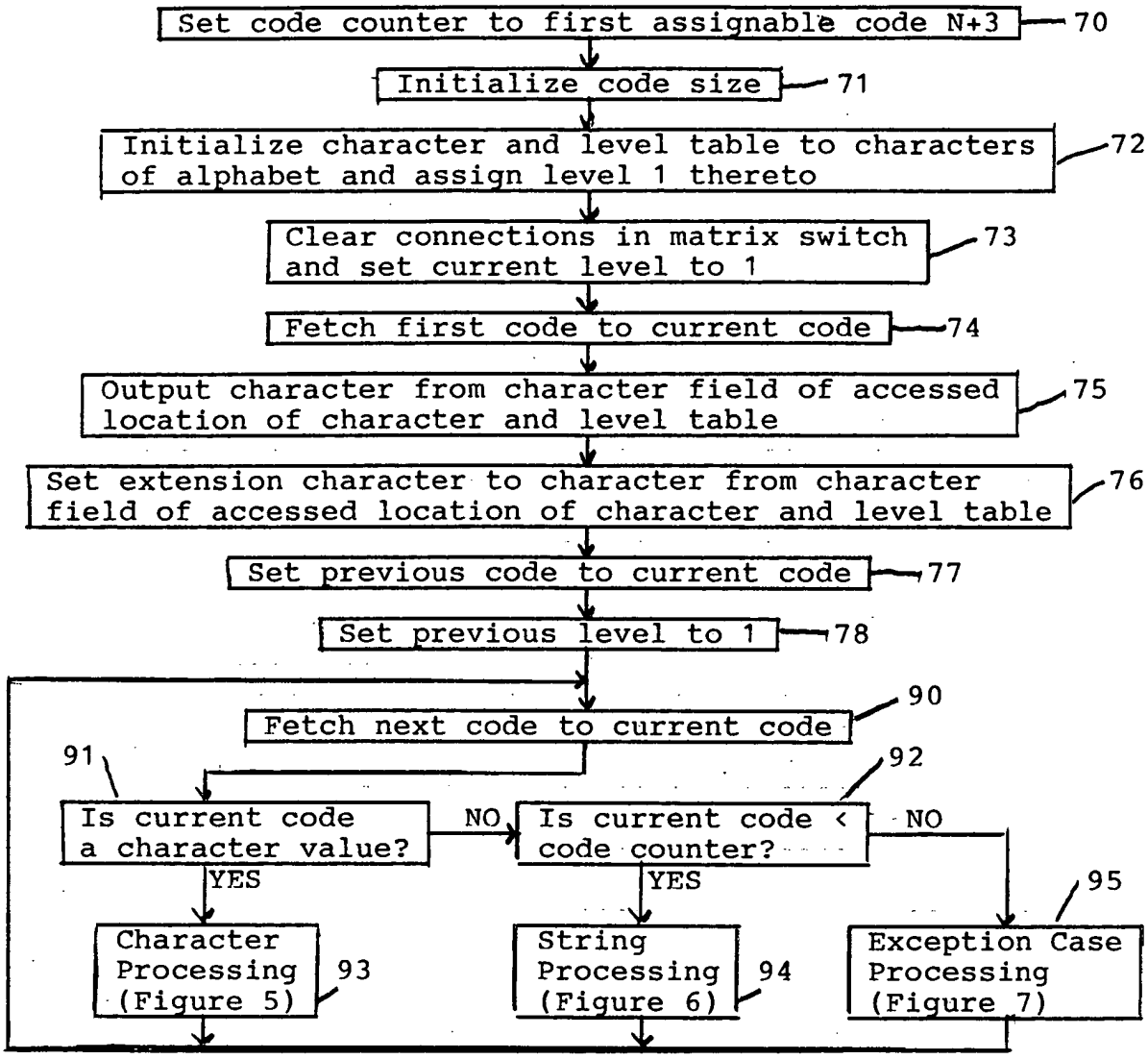
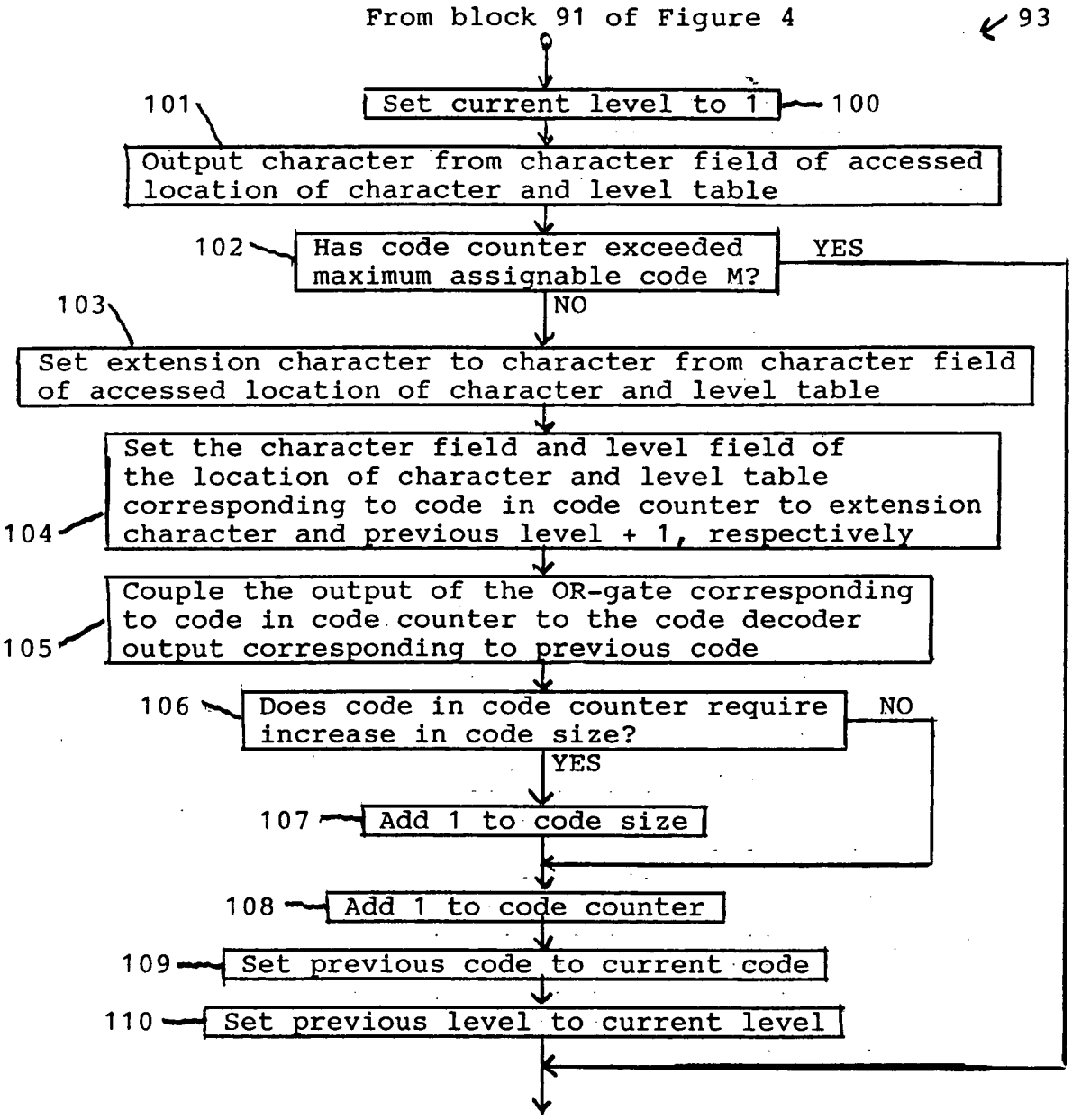
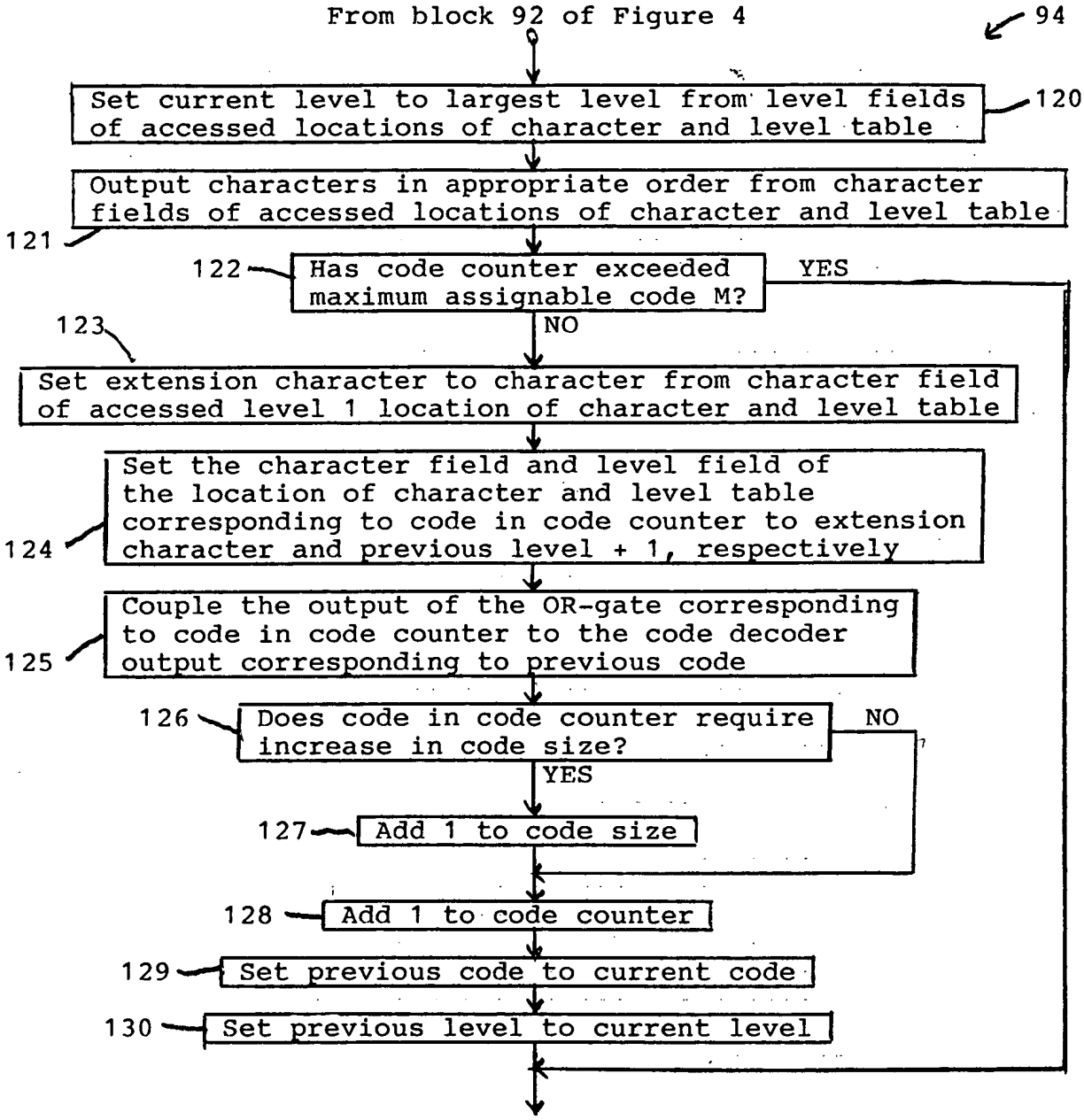

Set code counter to first assignable code N+3
70
Initialize code size
71
Initialize character and level table to characters of alphabet and assign level 1 thereto
72
Clear connections in matrix switch and set current level to 1
73
Fetch first code to current code
74
Output character from character field of accessed location of character and level table
75
Set extension character to character from character field of accessed location of character and level table
76
Set previous code to current code
77
Set previous level to 1
78
90
Fetch next code to current code
91
92
Is current code a character value?
NO
Is current code < code counter?
NO
YES
YES
95
Character Processing (Figure 5)
93
String Processing (Figure 6)
94
Exception Case Processing (Figure 7)

FIGURE 4



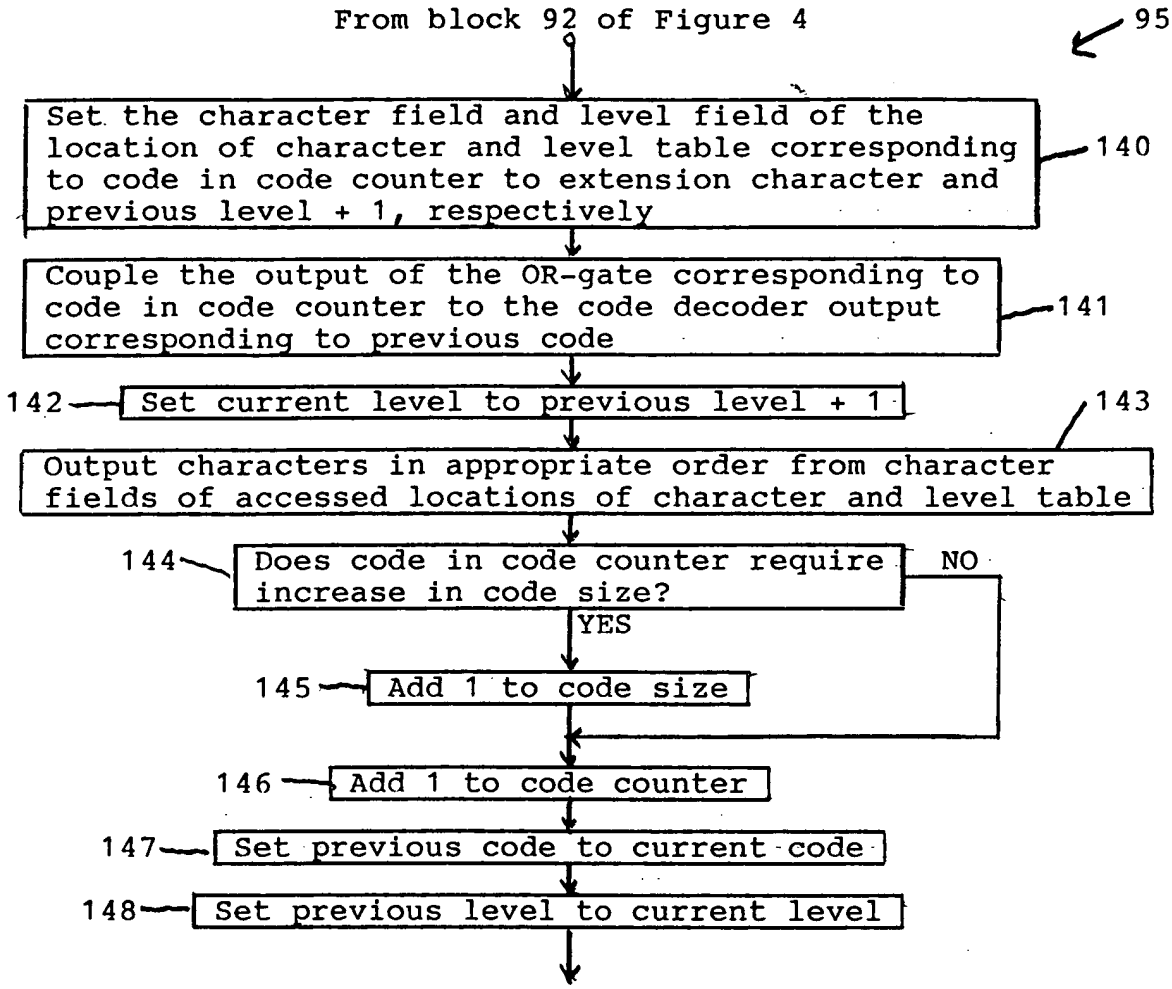
Character Processing

FIGURE 5



String Processing

FIGURE 6



Exception Case Processing

FIGURE 7

Code	String
a	a
Code 1	ab
Code 2	abc
Code 3	abe
Code 4	abcd
Code 5	abcdf

FIGURE 1A